



Controllers:

- Setup: [Options/Input Settings/Reset/Setup/...\(assign buttons\)/Apply/OK](#)

Fullscreen/Exit:

- Fullscreen Mode: [Options/Fullscreen](#) or ([Alt+Enter](#))
- [Esc \(key\)](#) to Exit Fullscreen Mode and Switch into Windowed Mode
- Exit Game: [File/End Emulation](#)

Texture Packs/Graphics:

- Enable/Disable: [Options/Configure Graphic Plugin/Texture Enhancement/Use Texture Pack \(Check/Uncheck Box\)](#)
- Screen Resolution: [Options/Configure Graphic Plugin/Video:](#)
Full Screen Resolution: (1366x768 16:9) ...if Sounds Lag Happens, Try (1280x720) etc..
Refresh Rate: 60Hz
Windowed Resolution: (1024x768)
Aspect Ratio: 16:9
- Emulation: [Options/Configure Graphic Plugin/Emulation/Internal Resolution:](#)
[Multiple of N64 Resolution](#) (Check Box) ...and Set Default to: 3x, Save & Close
(If there's too much input lag or latency/stutter, example for [Paper Mario](#) & [Super Mario64](#), set Default to: 2x)

Save/Load State:

- ...set while in game, in windowed mode (in fullscreen mode, [F5 Save/F7 Load](#))
- [System/Current Save State](#) (Choose which slot you want to use, *up to 10 different*), then:
 Save Game at a "[Precise Moment](#)": [System/Save State](#) (or [F5](#))
 Load Your New Save at "[Any Moment You Wish](#)": [System/Load State](#) (or [F7](#))
N.B. Just check that you are loading in the same slot that you previously saved in ;-)

In Order to Run Certain RomHacks Properly, go to [Settings](#) and Uncheck "[Hide Advanced Settings](#)" then go to [Settings/Options/Advanced](#) and Check "[Always use Interpreter Core](#)"

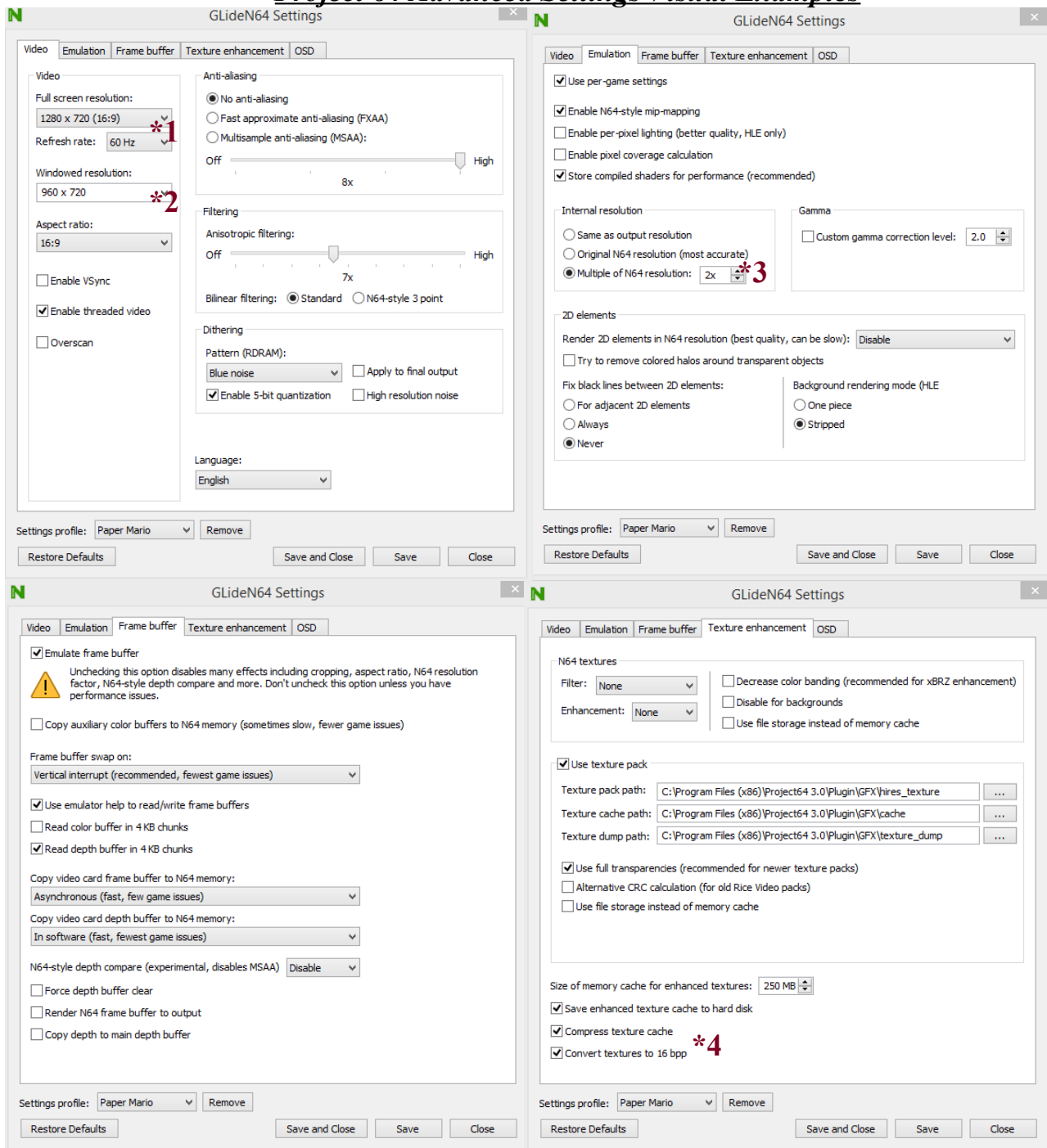
***** Fun Fact**, Screenshot: ([F3](#)) Pictures will end up in your P64 folder under "[Screenshots](#)" ***



Mesen (NES) & Mesen-S (SNES)

- Load New Game: [File/Open/...Select Game in Assigned Folder](#)
- Fullscreen Mode: [Options/Video Size/..."check/uncheck" Fullscreen](#)
- Save State: [Shift+F1](#) (or [F2...etc...](#)) Load State: [F1](#) (or [F2...etc...](#))
- Stop Game: [Game/Power Off](#) Restart From the Beginning: [Game/Power Cycle](#)
- Graphic Enhancements: [Options/Video Filter/](#) **Example: Scale3x or Scale4x (Try Some)*
- Video Options: [Options/Video Options/General:](#) **Example: Scale 4.25 / Widescreen (16:9)*
- Rewind: (*... during game*) [Left Shoulder/Trigger Button](#) Fast Forward: [Right Button](#)

Project 64 Advanced Settings Visual Examples



***1** Full Screen Resolution: 1366x768 (16:9) if it looks or sounds weird, try 1280x720 (16:9)

***2** Windowed Resolution: 1024x768

***3** Multiple of N64 Resolution: Default (x3) / Mario Paper, Super Mario64... (x2)
(downgrade if there's too much input lag or latency/stutter)

***4** Convert Textures to 16bpp: **Checked** (Default) **Uncheck** for Mario Kart, Super Mario64...
(may cause weird colors)

*** *Flickering in Fullscreen mode: Options/Configure Graphics Plugins, You'll arrive at the "Settings" configuratio. In the "Full Screen Sync" drop-down menu, selec **Double buffer***